

CLAIMS

I Claim

1. (original) A method for simulating an athletic event, comprising:
entering players for positions in a squad on an offensive, defensive or special team, wherein each player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;
placing each player in a formation;
establishing a play based on the formation in which the moving pattern and activity of each player is defined;
simulating the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

2. (currently amended) The method for simulating an athletic event recited in claim 48, wherein the vital statistics comprise the player's height and weight, wherein the general attributes comprise acceleration, agility, awareness, elusiveness, jumping, speed, stamina, and strength, wherein the offensive/defensive attributes comprise breaking tackles, catching, pass blocking, run blocking, throwing accuracy, and throwing power, wherein the specialized attributes comprise injury recovery, toughness, instinct and experience.

Claims 3-5 (canceled).

6. (original) The method for simulating an athletic event recited in claim 1, further comprising:

entering each play in a playbook categorized according to the type of play.

7. (currently amended) The method for simulating an athletic event recited in claim 1, further comprising:

viewing the play as either a two-dimensional overhead view, a two - dimensional side view, or a three-dimensional animated player view and further comprising exporting the play established in the form of a movie.

8. (canceled).

9. (original) A system for simulating an athletic event, comprising:

a player module to enter players for positions in a squad on an offensive,

defensive or special team, wherein each player has attributes which predict athletic performance;

a play module to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play module to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

10. (currently amended) The system for simulating an athletic event as recited in claim 9, further comprising:

a squad creation module to create a squad of players based upon the players entered using the player module, wherein each squad of players is associated with some specific game function, further comprising:

a formation module to establish the formation using the squad of players,
further comprising:

a playbook module to enter each play in a playbook categorized according to the type of play, further comprising:

a player specific camera viewing module to view the play as either a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view, further comprising:

an exporting play module to export the play established in the form of a movie.

11-18. (canceled).

19. (original) A computer program embedded in a computer readable medium for simulating an athletic event, comprising:

a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein each player has attributes which predict athletic performance;

a play code segment to establish a play based on a formation in which the moving pattern and activity of each player is defined; and

a run designed play code segment to simulate the play by having each player executing the moving pattern and activity as modified by the vital statistics, general attributes,

offensive/defensive attributes and specialized attributes associated with each player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the attributes associated with each player.

20. (currently amended) The computer program for simulating an athletic event as recited in claim 19, further comprising:

a squad creation code segment to create a squad of players based upon the players entered using the player code segment, wherein each squad of players is associated with some specific game function, a formation code segment to establish for formation using the squad of players,

a playbook code segment to enter each play in a playbook categorized according to the type of play,

a player specific camera viewing code segment to view the play as either a two-dimensional overhead view, a two-dimensional side view, or three-dimensional animated player view, and

an exporting play code segment to export the play established in the form of a movie.

Claims 21-28 (canceled).

29. (original) A system for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

a digital capture module to record and convert video images into digitally formatted images;

a capture module to identify and track individual players in the digitally formatted images; and

a run actual play module to view the digitally formatted images and highlight individual players from one scene to the next.

30. (currently amended) The system recited in claim 29, wherein the capture module is able to track individual players based on color matching, wherein run actual play module is able to view the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

Claim 31 (canceled).

32. (original) A computer program embodied on a computer readable medium for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

a digital capture code segment to record and convert video images into digitally formatted images;

a capture code segment to identify and track individual players in the digitally formatted images; and

a run actual play code segment to view the digitally formatted images and highlight individual players from one scene to the next.

33. (currently amended) The computer program recited in claim 32, wherein the capture code segment is able to track individual players based on color matching, wherein run actual play code segment is able to view the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

Claim 34 (canceled).

35. (original) A method for capturing real world plays and importing these real world plays in digital format for viewing in different modes, comprising:

recording and converting video images into digitally formatted images;

identifying and tracking individual players in the digitally formatted images;

and

viewing the digitally formatted images and highlight individual players from one scene to the next.

36. (currently amended) The system recited in claim 35, further comprising tracking individual players based on color matching, further comprising viewing the digitally formatted images in a two-dimensional overhead view, a two-dimensional side view, or a three-dimensional animated player view.

37. (Canceled).

38. (original) A method of simulating at least a portion of an athletic game or sport and for at least one player on a team participating in that game or sport, thereby facilitating the training of said one player under simulated game conditions and in the classroom rather than on the playing field or arena, and thereby substantially compressing the training time while avoiding a potential injury to said one player on the practice field or arena; comprising the steps of, first,

presenting at least one of the team's defensive or offensive formations and intended subsequent play; and second,

presenting the team's opponent's likely action or reaction in response thereto, respectively; such that the first and second presentations are viewed from the position of said

one player's own eyes had said one player been on the playing field or arena rather than from the perspective of a spectator.

39. (currently amended) The method of claim 38, further including the steps of
presenting all of the team's defensive or offensive formations and plays and the
team opponent's likely actions or reactions in response thereto, and
customizing the presentations for each of the team's respective players on
those formations and plays, further including the step of factoring in the capabilities for each
of the team's respective players, thereby analyzing each of the team's formations and plays
and determining which players on the team should be assigned to the respective formations
and plays, and thereby tailoring the team to the opponent and tending to maximize the
likelihood of the team beating its opponent.

Claim 40 (canceled).

41. (original) A method for simulating an athletic event, comprising:
entering players for positions in a squad on an offensive, defensive or special
team, wherein each player has attributes which predict athletic performance;
placing each player in a formation;
establishing a play based on the formation in which the moving pattern and
activity of at least one player is defined;
simulating the play by having the at least one player executing the moving
pattern and activity as modified by the vital statistics, general attributes, offensive/defensive
attributes and specialized attributes associated the at least one player, wherein the outcome of
the play is based upon the moving patterns and activities as modified by the attributes
associated with the at least one player.

42. (currently amended) The method for simulating an athletic event recited in claim
51, wherein the vital statistics comprise the player's height and weight, wherein the general
attributes comprise acceleration, agility, awareness, elusiveness, jumping, speed, stamina, and
strength, wherein the offensive/defensive attributes comprise breaking tackles, catching, pass
blocking, run blocking, throwing accuracy, and throwing power, wherein the specialized
attributes comprise injury recovery, toughness, instinct and experience.

Claims 43-45 (canceled).

46. (original) A system for simulating an athletic event, comprising:
a player module to enter players for positions in a squad on an offensive,
defensive or special team, wherein at least one player has vital statistics, general attributes,

offensive/defensive attributes and specialized attributes which predict athletic performance;

a play module to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

a run designed play module to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

47. (original) A computer program embodied on a computer readable medium for simulating an athletic event, comprising:

a player code segment to enter players for positions in a squad on an offensive, defensive or special team, wherein at least one player has vital statistics, general attributes, offensive/defensive attributes and specialized attributes which predict athletic performance;

a play code segment to establish a play based on a formation in which the moving pattern and activity of the at least one player is defined; and

a run designed play code segment to simulate the play by having the at least one player executing the moving pattern and activity as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player, wherein the outcome of the play is based upon the moving patterns and activities as modified by the vital statistics, general attributes, offensive/defensive attributes and specialized attributes associated with the at least one player.

48. (original) The method of claim 1, wherein the attributes associated with each player comprise at least one of the players vital statistics, general attributes, offensive/defensive attributes and specialized attributes.

Claims 49-51 (canceled).